

SEGA™

PAC-MAN 2

THE NEW ADVENTURES™

SEGA
GENESIS



INSTRUCTION
MANUAL

namco

The Game Creator



LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.

EmuMovies

**WARNING: (EPILEPSY CAUTION)
READ BEFORE USING YOUR SEGA
VIDEO GAME SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning to owners of projection televisions:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

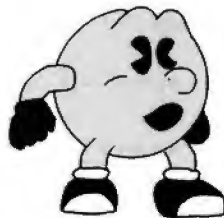
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This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

HANDLING YOUR CARTRIDGE

- The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.



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WELCOME TO PAC-WORLD!

You are about to enter a cartoon universe that is home to the greatest video-game hero ever: Pac-Man! In Pac-World, Pac-Man is free to explore every nook and cranny of a wild and wacky cartoon land. Along the way, he goes on some way-out adventures (and even runs into a little trouble). The world's first interactive cartoon concludes with a battle against the Ghost Witch of Netor to return all the stolen bubble gum to the kids of Pac-City!

Unlike any game you've ever played, in *Pac-Man 2* you don't directly control Pac-Man, because he has a mind of his own! Instead, you guide and help him with Namco's innovative Character Guidance Interface™ (CGI™). With CGI, you'll have Pac-Man following your every direction in no time at all! There's even a tutorial mode that shows you exactly how to interact with Pac-Man.

So get ready for an interactive cartoon adventure unlike anything you've ever experienced!

STARTING THE GAME



1. Set up your Genesis System, following the instructions in your Genesis System Instruction Manual.

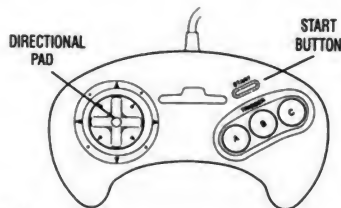
Plug in Control Pad 1.

2. Make sure the console's power switch is turned OFF.
3. Insert the *Pac-Man 2* cartridge into the console with its label facing towards you. Press the cartridge firmly into the slot.
4. Turn the power switch ON. The Namco screen appears. *Note: If nothing appears on screen, turn the switch OFF. Check your cartridge to make sure it is inserted correctly, and check all cables to make sure they are properly connected. Then try again.*

IMPORTANT: Always make sure your Genesis System is turned OFF before inserting or removing the game cartridge.

5. Press the Start button on Control Pad 1. The Title Screen appears and the game begins.

THE GAME CONTROLS



A BUTTON

PRESS TO PULL SLINGSHOT BAND
RELEASE TO SHOOT

B BUTTON

SHOOTS A POWER PELLET

C BUTTON

IN CONJUNCTION WITH DIRECTIONAL PAD,
MAKE PAC-MAN LOOK IN AREA OF TARGET SITE

DIRECTIONAL PAD

MOVES POINTER, CHANGES THE TARGET SITE,
INDICATES DIRECTION

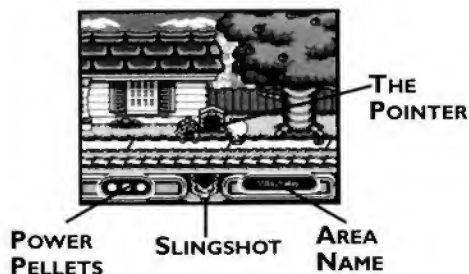
START BUTTON

TOGGLES BETWEEN MAIN SCREEN, ITEM GUIDE &
PASSWORD SCREEN and THE Pac-Land SCREEN

TIPS

Push the A Button to pull the slingshot's elastic band, aim with the target sight and let go of the A Button to make your shot. Watch out—if you don't pull the elastic completely, it won't shoot far enough. Besides hitting objects in Pac-World, you can use the slingshot to get Pac-Man's attention, hit him—or make him jump!

THE GAME SCREEN



Position the pointer anywhere on the Pac-Land Screen and tell Pac-Man to look (by pressing the C Button), or shoot the slingshot (by pressing, holding and releasing the A Button). Pac-Man will respond to your action!

When Pac-Man is talking to Lucy in his home, you can press the B Button to move the "speech bubbles" along.

If Pac-Man gets into too much trouble, he won't be able to get up! If this happens, the game resumes at the same location Pac-Man left off. You get unlimited chances to help Pac-Man complete his tasks!

THE ITEM GUIDE/PASSWORD DISPLAY

While on the main screen, press the START Button to see an explanation of the Items. Use the Directional Pad to position the pointer on an Item. Items Pac-Man currently has are highlighted. The Password to save your "cartoon in progress" is displayed at the bottom. To return to the Main Screen, press the START Button.

THE PAC-LAND SCREEN

Press the START Button again to display the Pac-Land Screen. Look closely—you'll see where Pac-Man is on the map! Press the START Button again to return to the Main Screen.



GOALS FOR EACH STAGE

THE PRACTICE STAGE (skip by pressing Start)

Here's a "cartoon short" to get you started! It begins in the Pac-Family garden. When you start the game, Pac-Man will explain how to interact with his cartoon. Just follow the instructions!

THE FIRST GOAL: "HUNT & GATHER"

It's off to the farm to find milk to feed Pac-Baby! Beware of the farmer, who only *appears* to be dozing. Find the milk and return to the Pac-Man home.

THE SECOND GOAL: BIRTHDAY SURPRISE

Ms. Pac-Man wants some flowers for Lucy's birthday, so Pac-Man's off to the Mountain Top. The view is so breathless, Pac-Man nearly forgets why he went to the Mountain Top in the first place! Look for a vine in the tree to access a shortcut for your return trip.

THE THIRD GOAL: ROCK 'N' ROLL

The ghosts stole Junior's guitar and took it to the city! They developed a good disguise though, so you'll want to thoroughly check out everyone you meet! Recover Junior's instrument, return home and Pac-Junior will jam for you!

THE FINAL GOAL: DEFEAT THE GHOST WITCH

If Pac-Man clears the last Goal, he can move around the entire Pac-Land Screen. But Pac-Man has to stop the Ghost Witch of Netor, who stole all the bubble gum from the kids of Pac-City. Help Pac-Man be the hero and return the bubble gum!



THE CAST OF CHARACTERS

THE PAC-FAMILY

Pac-Man

Ms. Pac-Man

Pac-Junior

Pac-Baby

Lucy

Chomp-Chomp, the family dog

ANIMALS, GHOSTS & SUCH

The Ghost Witch of Netor

The Ghosts (Inky, Pinky, Blinky and Clyde)

The Gum Monster

Gizmo the Attack Cat

Bull-Dog

Cassie the Cow

Vel-Crow

PEOPLE

George the Crazy Car Driver

Ron the Restaurant Owner

Farmer Fred

Dottie the Department Store Clerk

Pablo the Painter

Horace the Hot Dog Vendor

Dan and Veronica, two kids from Pac-City

Ted and Jed, the Crooks

Rick the Ropeway Conductor

Nick the Train Conductor

Howard the Balloon Guy

Dennis the Door Slammer

ITEMS

There are plenty of items for Pac-Man to pick up while he travels on his adventures, but he needs your help or he might walk right past them! Keep your eyes open for the following items, and when you see them, call Pac-Man's attention to them!

POWER PELLET

You can never have more than three Power Pellets at one time. You'll need them when those pesky ghosts bug Pac-Man. Just shoot a Power Pellet at him and he'll turn into Super Pac-Man! Each time Pac-Man completes a Goal, his supply of Power Pellets will be replenished. Pac-Man can also find hidden Power Pellets—try shooting into the trees, for instance.

ID CARD

As Pac-Man travels through Pac-World, he'll find ID Cards. Pac-Man will eventually need three ID cards to open the doors of the factory! (*Hint: One of the ghosts has an ID Card.*)

GAME CARTRIDGES

If Pac-Man collects three *Pac-Junior* Game Cartridges, he can play *Pac-Junior* in the arcade.

FREE PASS FOR THE ROPEWAY

When you begin the Second Goal, you get a free Ropeway pass from Ms. Pac-Man. You'll need it to get to the Mountain Top!

FREE PASS FOR THE TRAIN

When you begin the Third Goal, Pac-Man gets a Free Train Pass to go to the City.

THE ACTION STAGES

After you've mastered the basics, challenge yourself! In the middle of Pac-Land, there are two Action Stages. There's no time to lose...move Pac-Man around and get out of danger quickly!

THE HANG GLIDING ADVENTURE

Hang on to your hat—Pac-Man is going Hang Gliding! Watch out for obstacles, and:

1. Press the C Button to make the Hang Glider go up. Shoot Pac-Man with the slingshot and it will go down.
2. When the ghosts bother Pac-Man, use the slingshot!

THE MINECART ADVENTURE

Whoa—Pac-Man goes for a wild Minecart ride! Watch out for the rocky ledges!

1. Press the C Button and the Minecart will go faster. After a while, it will go back to its normal speed.
2. Avoid the obstacles by shooting Pac-Man with the slingshot to make him jump.
3. When the ghosts come to bother Pac-Man, use the slingshot to shoot them out of the sky!

GAME TIPS

TRY SHOOTING AT WHATEVER YOU SEE!

Shoot the slingshot at just about anything. If the game is not advancing or Pac-Man is stuck somewhere, there might be something you haven't shot.

THE LOOK FUNCTION IS IMPORTANT!

Don't forget that besides the slingshot, you can use the "Look" command to get Pac-Man's attention by pressing the C Button and the Directional Pad Left, Right, Up or Down. You'll probably get Pac-Man to look right and left to change direction, but you may be forgetting to have him look up and down!

TRY HITTING PAC-MAN, TOO!

When Pac-Man can't reach something, shoot him with the slingshot and he might jump to get it.

IT'S IMPORTANT TO MONITOR PAC-MAN'S MOOD

If Pac-Man doesn't respond to your requests, he's probably in a bad mood. When he's angry or feeling down, it's tough getting him to do anything. But when Pac-Man has something to eat, you can see his mood improve. Experiment, and you'll discover how to keep Pac-Man's mood "up" through each adventure.

GET RID OF THE GHOSTS WITH SUPER PAC-MAN

When the ghosts appear, release a Power Pellet. When Pac-Man eats it, he becomes Super Pac-Man and will gobble up the ghosts!

Use the C Button to change Super Pac-Man's directions. When the ghosts run to the edge of the screen, they transform into something else. Look around patiently.

When Pac-Man falls backward and passes out, the "cartoon" ends. But if you quickly hit him with the slingshot, he might snap out of it. If you hit Pac-Man too much he gets angry...and very uncooperative!

OUR OLD FRIEND PAC-MAN COMES BACK

In *Pac-Man 2* you can play the complete versions of the original *Pac-Man* and *Pac-Junior* (The rules for them are the same). Depending on your score you can earn another Power Pellet, so go for it!



- High Score
- Score
- Number of Rounds
- Number of Pac-Man Lives

1. When the screen changes, press the Start Button to begin. You start out with three lives.
2. Move Pac-Man or Pac-Junior in four directions—up, down, right, left—with the Directional Pad. Eat all the dots on the screen. When all the dots have been eaten, you've cleared the First Stage.
3. If you're caught by a ghost, you lose one life. When you lose all of them, the game is over.
4. You gain an additional life for 10,000 points.

Counterattack with Power Pellets

The big dot is a Power Pellet. When Pac-Man/Pac-Junior eats it, he becomes invincible for a limited time and can eat ghosts.

Escape Danger With the Warp Tunnel

If you're about to be caught by the ghosts, go into the Warp Tunnel and quickly run away.

ENTERING NAMES AND PASSWORDS

When your score is in the top five you can enter your name on the list. Select the letters by moving the Directional Pad Right and Left. Make your selection by pressing the A Button. If you make a mistake, press the B Button to move back one space. Now you get to play the original *Pac-Man* directly by entering the displayed Password.

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Printed in USA